

RECITATION OF THE CLAIMS

1. (Original) A method of operating a gaming system including one or more secure storage and processing devices, a gaming server and one or more gaming consoles, each console including a secure storage and processing device read/write interface and a user interface allowing a user to initiate a game and observe a result, and the server including a random seed generator and being in communication with a secure storage and processing device read/write interface, the method comprising:

the server creating a plurality of random seeds, and communicating the seeds for storage in one of the secure storage and processing devices, via the secure storage and processing device read/write interface with which the server is in communication, to provide a plurality of predetermined outcomes for future games to be played on one or more of the Gaming Consoles; and

communicating between of one of the gaming consoles and one of the secure storage and processing devices via the respective secure storage and processing device read/write interface, and upon receipt of a user input initiating a game on the console, wherein the game requires a set of random numbers to produce an outcome, producing in the secure storage and processing device, a set of random numbers required to play a game, from one of the seeds and producing a game play sequence including a game and/or gamble outcome indication determined by the random numbers produced by the secure storage and processing device alone or in combination with a user input.

2. (Original) The method of claim 1, wherein when calculating the set of random numbers from each random seed, the secure storage and processing device uses an algorithm known to the server whereby the server can predict the outcome derived.

3. (Original) The method of claim 1, wherein the secure storage and processing device is a smartcard or smartcard chip.

4. (Original) The method of claim 1, wherein after the set of random numbers to be used to determine a gamble outcome are produced by the secure storage and processing device, the console then chooses a game outcome which will achieve that gamble outcome.

5. (Original) The method of claim 1, wherein after the set of random numbers to be used to determine a gamble outcome are produced by the secure storage and processing device, the secure storage and processing device then chooses a game outcome which will achieve that gamble outcome and communicates the chosen game outcome to the console.

6. (Original) The method of claim 1, wherein each secure storage and processing device generates game verification data which is stored until the secure storage and processing device is in communication with the gaming server at which time the secure storage and processing device communicates the game verification data to the gaming server.

7. (Original) The method of claim 6, wherein the gaming server is in communication with each gaming console, whereby when one of the secure storage and processing device is connected to a console the secure storage and processing device communicates the game verification data to the gaming server via the console.

8. (Original) The method of claim 6, wherein when one of the secure storage and processing devices is connected to a console the gaming server communicates new random seeds to the secure storage and processing device via the

console thereby allowing the player to recharge the games stored on the secure storage and processing device.

9. (Original) The method of claim 1, wherein the secure storage and processing device, need not be in communication with the gaming server when the game is played, and each time the secure storage and processing device is next connected to the gaming server, it will generate and send a signal to the server indicating the stored game verification data corresponding to the random seeds that have been used.

10. (Original) The method of claim 1, wherein game play includes a step in which the player makes a bet on the outcome of each game.

11. (Original) The method of claim 10, wherein secure storage and processing device is programmed with a the maximum loss value and the secure storage and processing device will inhibit further play of the games represented by the unused random seeds stored on the secure storage and processing device when the sum of player bets exceeds the wins by the maximum loss value or greater.

12. (Original) The method of claim 11 wherein secure storage and processing device prevents the player placing a bet that will cause the maximum loss value to be exceeded.

13. (Original) The method of claim 3, wherein the secure storage and processing device read/write interface of each gaming console communicates with secure storage on the smartcard via a secure communications system provided by a further smartcard device.

14. (Original) The method of claim 1, wherein the console sends a signal to the secure storage and processing device describing a state of a game being played for communication to the gaming server.

15. (Original) A gaming system comprising:
at least one gaming console, the console including secure storage and processing device read/write interface and a user interface allowing a user to initiate a game and observe a result;

at least one secure storage and processing device;
a gaming server in communication with a secure storage and processing device read/write interface and which creates random seeds, and communicates the seeds to one of the secure storage and processing devices, via the secure storage and processing device read/write interface with which it is communicating, to provide a plurality of predetermined outcomes for future games to be played on one or more of the Gaming Consoles; and

wherein the secure storage and processing device calculates, from each of the random seeds it has stored, a set of random numbers indicating a game or gamble outcome to be used by one of the gaming consoles for a future game to be played on the gaming console, the user interface of the gaming console including game controls to receive a user input initiating a game in response to which the console initiates a game play sequence including a game and/or gamble outcome indication on the user interface determined by the game or gamble outcome information provided by in the secure storage and processing device alone or in combination with a user input.

16. (Original) The system of claim 15, wherein the secure storage and processing device includes a random number generator which uses an algorithm known to the server whereby the server can predict the set of random numbers derived from each random seed.

17. (Original) The system of claim 15, wherein the secure storage means is a smartcard or a smartcard chip.

18. (Original) The system of claim 15, wherein the console includes a selection means for choosing game outcomes and after the set of random numbers to be used to determine a gamble outcome are calculated by the secure storage and processing device, the console then chooses a game outcome which will achieve that gamble outcome.

19. (Original) The system of claim 15, wherein the secure storage and processing device includes a selection means for choosing game outcomes and after the set of random numbers to be used to determine a gamble outcome are calculated by the secure storage and processing device, the secure storage and processing device then chooses a game outcome which will achieve that gamble outcome and communicates the chosen game outcome to the console.

20. (Original) The system of claim 15, wherein each secure storage and processing device generates game verification data which is stored until the secure storage and processing device is in communication with the gaming server at which time the secure storage and processing device communicates the game verification data to the gaming server.

21. (Original) The system of claim 20, wherein the gaming server is in communication with each gaming console at least intermittently, whereby when one of the secure storage and processing devices is connected to a console the secure storage and processing device communicates the game verification data to the gaming server via the console.

22. (Original) The system of claim 20, wherein when one of the secure storage and processing device is connected to the gaming server via a console, the gaming server communicates new random seeds to the secure storage and processing device via the console thereby allowing the player to recharge the games stored on the secure storage and processing device.

23. (Original) The system of claim 20, wherein the secure storage means, need not be in communication with the gaming server when the game is played, and each time the secure storage means is next connected to the gaming server, it will generate and send a signal to the server indicating the stored game verification data corresponding to the random seeds that have been used.

24. (Original) The system of claim 15, wherein the console includes wager input means and the game play includes a step in which the player makes a bet on the outcome of each game.

25. (Original) The system of claim 24, wherein secure storage and processing device is programmed with a the maximum loss value and the secure storage and processing device will inhibit further play of the games represented by the unused random seeds stored on the secure storage and processing device when the sum of player bets exceeds the wins by the maximum loss value or greater.

26. (Original) The system of claim 25, wherein secure storage and processing device prevents the player placing a bet that will cause the maximum loss value to be exceeded.

27. (Original) The system of claim 17, wherein the secure storage and processing device read/write interface of each gaming console communicates with secure storage on the smartcard via a secure communications system provided by a further smartcard device.

28. (Original) The system of claim 23, wherein the server includes an auditing device for checking game verification data returned from the secure device in the console.

29. (Original) The system of claim 17, wherein a non-volatile memory is provided in the smartcard device for recording player bet values, and the total value owed to the player.

30. (Original) The system of claim 15, wherein the console sends a signal to the server via the secure storage means describing a state of a game being played to the gaming server.

31. (Original) A secure storage and processing device for use in a gaming console which includes a user interface allowing a user to initiate a game and observe a result, the secure storage and processing device being arranged to store random seeds and to calculate, from each of the random seeds it has stored, a set of random numbers indicating a game or gamble outcome to be used by the console for a future game to be played on the Gaming Console, the console further including game controls to receive a user input initiating a game and to produce a game play sequence including a game

and/or gamble outcome indication determined by the game or gamble outcome information provided by the secure storage and processing device alone or in combination with a user input whereby the secure storage and processing device provides a game or gamble outcome to the console in response to the console signaling the commencement of a game.

32. (Original) The secure storage and processing device of claim 31, wherein the secure storage and processing device is arranged to communicate with a gaming server via a gaming console, the server being arranged to provide random seeds for storage in the secure storage and processing device from which the secure storage and processing device will calculate the random numbers indicating game or gamble outcomes in relation to future games.

33. (Original) The secure storage and processing device of claim 31, wherein the secure storage and processing device is a smartcard or a smartcard chip.

34. (Original) A secure removable control device for use in a gaming console which includes a user interface allowing a user to initiate a game and observe a result, the secure removable control device including a secure storage and processing device arranged to store random seeds and to calculate, from each of the random seeds it has stored, a set of random numbers indicating a game or gamble outcome to be used by the console for a future game to be played on the gaming console, wherein a user input received via the user interface initiates a game and causes the control device to produce a game play sequence including a game and/or gamble outcome indication determined by the game or gamble outcome information provided by the secure storage and processing device alone or in combination with a user input whereby the secure storage and

processing device provides a game or gamble outcome to the console in response to the console signaling the commencement of a game.